Sub-Systems:

1. AutoHide-sub system which using sensors in order to know if other users can see the user cards. If so cards will be hidden.
2. LivePosition-sub system which use the sensors to place players dynamically.
3. ConnectionsManager- sending and receiving messages from host to client over Bluetooth or Tcp communications.
4. ScoringSystem- using database in order to save a scores of the game.
5. TableView- The GUI of our application.
6. TouchManager- sub system which interpret user touch\multi-touch on screen.
7. Game- the logic of the game
8. ClientController- connect between 3 sub-systems : Gui,Communication and Logic of the game .
9. DynamicLoader- subsystem which loads plugins dynamically from filesystem.